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# Gamer Retro August 2026

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# Fear Effect
# Ps1

**The series is famous for its two groundbreaking titles on the original PlayStation (PS1) and a very public"disappearance" during the PS2 era.**

# Fear Effect Ps1

### 1. The "Missing" PS2 Game: Fear Effect Inferno

After the success of the first two games on PS1, a third game titled Fear Effect Inferno was announced for the PlayStation 2.

# Fear Effect Ps1

## The Hype:

It looked incredible for the time, featuring highly advanced "cel-shaded" graphics that made it look like a high-end anime.

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# Fear Effect Ps1

## The Fate:

**Due to Eidos Interactive's financial struggles and a rigorous quality control shift, the game was cancelled in 2003 when it was nearly 80% complete.**

## Fear Effect Ps1

**Footage of the PS2 version still exists online, making it one of the "great lost games" of that generation.**

**### 2. The Classics (PS1)**

**If you are looking to play the series, these are the two titles that defined the "Fear Effect" name:**

# Fear Effect Ps1

**Fear Effect (2000): Introduced the world to Hana, Rain, and Glas.**

**It was a 4-disc epic known for its "Death Cinematics"—unique, brutal animations that played every time you failed a puzzle or died in combat.**

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# Fear Effect Ps1

**Fear Effect 2: Retrohelix (2001): A prequel that delved into the backstories of the characters.**

**It became even more famous (and controversial) for its mature themes and "Bond-girl" style marketing.**

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# Fear Effect Ps1

## ### 3. Key Mechanics (What made it unique)

## The Fear Meter:

Instead of a traditional health bar, you had a "heart rate" monitor.

# Fear Effect Ps1

As you took damage or got scared by enemies, the line turned red and pulsed faster.

If it got too high, you would die of a heart attack.

You lowered it by performing well or solving puzzles.

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# Fear Effect Ps1

## Cel-Shaded Animation:

It was one of the first games to use 2D-shaded characters over pre-rendered 3D backgrounds, giving it a timeless "playable anime" look.

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# Fear Effect Ps1

## Adult Storytelling:

## It was one of the first major franchises to feature a heavy focus on cyberpunk noir and Chinese mythology.

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# Fear Effect Ps1

### 4. Modern Revival (Fear Effect Sedna & Reinvented)

Since the PS2 game was cancelled, the series went dark for years until recently:

**Fear Effect Sedna (2018):**

An indie-developed tactical action game that continues the story.

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# Fear Effect Ps1

## Fear Effect Reinvented:

## A full remake of the original 1999 game was announced a few years ago.

## After some delays, fans have been keeping a close eye on Forever Entertainment for its release.

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# Fear Effect Ps1

### Game Profile

| Feature | Details |

| --- | --- |

| Main Protagonist | Hana Tsu-Vachel |

| Setting | Cyberpunk Hong Kong / Hell |

# Fear Effect Ps1

## | Genre | Survival Horror / Stealth / Puzzle |

## | Notable For Having some of the most difficult puzzles on the PlayStation 1.|

# Fear Effect 2: Retro Helix

**Fear Effect 2: Retro Helix is a classic survival-horror prequel originally released for the PlayStation 1 in 2001.**

**It's widely remembered for its striking "graphic novel" aesthetic and its bold, mature storytelling that blended cyberpunk with ancient Chinese mythology.**

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# Fear Effect 2: Retro Helix

**As of February 2026, the game has seen a modern resurgence with a remastered port released for PS4, PS5, PC, and Switch, bringing it to a new generation of players.**

# Fear Effect 2: Retro Helix

### **1. The Story & Setting**

Set in Hong Kong, 2048, the game takes place two years before the events of the original Fear Effect.

# Fear Effect 2: Retro Helix

You follow a group of mercenaries who are initially hired for separate tasks but eventually converge to

uncover a world-threatening conspiracy involving a global pandemic called EINDS.

# Fear Effect 2: Retro Helix

## The Cast:

## Hana Tsu-Vachel:

The series protagonist and a lethal freelance operative.

## Rain Qin:

A newcomer and Hana's close companion (their relationship was groundbreaking for its time).

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# Fear Effect 2: Retro Helix

**Royce Glas: A grizzled former soldier.**

**Jacob "Deke" Decourt: A ruthless, cold-blooded assassin.**

# Fear Effect 2: Retro Helix

## The Journey:

The plot moves from the high-tech neon streets of Hong Kong to the terrifying Walled City of Xi'an, the tomb of the First Emperor, and finally the mystical island of Penglai Shan.

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# Fear Effect 2: Retro Helix

## ### 2. Gameplay Mechanics

The game plays like a hybrid of Resident Eviland a cinematic adventure.

# Fear Effect 2: Retro Helix

## Visual Style:

It used a revolutionary technique for the time—cel-shaded 3D characters moving against looping full-motion video (FMV) backgrounds, creating an environment that always felt "alive."

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# Fear Effect 2: Retro Helix

## The "Fear Effect" System:

Instead of a traditional health bar, you have a heart rate monitor.

If your character gets scared or stressed (by taking damage or witnessing horror), their heart rate rises and they become more vulnerable.

# Fear Effect 2: Retro Helix

Staying calm (or performing stealth kills) recovers your health.

Puzzles over Combat:

While you have heavy weapons, the game leans heavily into environmental puzzles and instant-death traps.

Fear Effect 2: Retro Helix

### 3. The 2026 Modern Port

The recent re-release (published by Limited Run Games and developed by Implicit Conversions) includes several quality-of-life updates to make the "tank controls" more palatable:

# Fear Effect 2: Retro Helix

## Rewind & Save States:

Critical for a game known for "trial-and-error" instant deaths.

## Visual Enhancements: Higher resolution, widescreen support, and CRT filters for that retro feel.

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# Fear Effect 2: Retro Helix

## Modern Controls:

An option to move the character relative to the camera rather than the character's facing direction.

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# Fear Effect 2: Retro Helix

### 4. Legacy and Controversy

Fear Effect 2 was famous—and somewhat controversial—for its marketing, which leaned heavily into the sexual tension between Hana and Rain (specifically the "elevator scene").

# Fear Effect 2: Retro Helix

**However, beneath the provocative ads was a deeply atmospheric and challenging game that many fans consider superior to the original due to its tighter pacing and expanded lore.**

fear effect 2
RETRO HELIX

# Blast Radius (1998) is a fast paced, arcade-style space combat sim for the PlayStation 1.

# Developed by Psygnosis(the same studio behind WipEout and Colony Wars), it sits in an interesting middle ground between the hardcore simulation of Colony Wars and the pure action of Star Fox.

### Core Gameplay & Mechanics

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**The game foregoes complex physics in favor of high-speed dog-fighting and massive explosions.**

**The V-Wing Ships:**

**You have access to various ships with different stats (Speed, Shield,Maneuverability).**

**Weapon Variety:** Beyond your standard blasters, the game features a heavy emphasis on secondary weapons like homing missiles, "Nova Bombs," and "Paralyzers."

**Objective-Based Missions:** Missions range from standard "destroy all fighters" to escorting capital ships or taking down massive enemy installations.

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# The "Blast Radius": True to its name, explosions in this game are dangerous.

# If you destroy a large ship at close range, the shock-wave can damage or destroy your own craft, forcing you to use "afterburners" to escape the immediate area.

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---### Key Features

| Feature Information |

| --- | --- |

| Developer | Psygnosis |

| Release Year | 1998 |

| Visual Style | Vibrant, high-contrast colors with "light trail" effects. |

| Soundtrack| Heavy industrial/ techno beats typical of late-90s Psygnosis games. |

| Difficulty| High; it requires fast reflexes and mastery of the radar. |

### Why It's Remembered

Visual Spectacle: For 1998, the lighting effects and the sheer number of particles on screen during an explosion were very impressive for the PS1 hardware.

**The Psygnosis Aesthetic: Like many of their games, it has a "cool" factor—sleek UI, cinematic intros, and a dark, futuristic atmosphere.**

**Arcade Accessibility: Unlike its sibling series Colony Wars, which could be quite punishing and complex, Blast Radius is easier to pick up and play for a quick 20-minute session.**

## ### Pro-Tip for Combat

**In Blast Radius, your radar is your most important tool.**

**Unlike modern space games with 3D HUDs, Blast Radius uses a classic "flat" radar at the bottom of the screen.**

**Enemies above your plane are represented by triangles pointing up, and those below are triangles pointing down.**

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**Mastering the "roll and pitch" to bring targets into your sights is the only way to survive the later missions.**

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# Divinity Original Sin 1

## Moving from the retro era to the modern "CRPG renaissance," Divinity: Original Sin (1) is the game that saved Larian Studios and paved the way for the massive success of Baldur's Gate 3.

# Divinity Original Sin 1

**While its sequel often gets more spotlight, the first game is beloved for its bright atmosphere, quirky humor, and a combat system that encouraged players to "break" the game using environmental chemistry.**

# Divinity Original Sin 1

### The "Source Hunter" DuoUnlike most RPGs, you don't start with one protagonist; you create two Source Hunters.

### Dual-Dialogue System: Your two main characters often talk to each other.

# Divinity Original Sin 1

## You can role-play them as best friends, bitter rivals, or a bickering couple.

# Divinity Original Sin 1

**When your characters (or NPCs) disagree on a choice, the game initiates a literal "Rock-Paper-Scissors" mini-game to determine whose personality/trait wins the argument.**

# Divinity Original Sin 1

## ### "Elemental Interaction" Combat this is the core of the Divinity experience.

## The environment is just as much a weapon as your sword:

## Rain + Electricity:

# Divinity Original Sin 1

**Cast a rain spell to create puddles, then hit them with lightning to stun every enemy standing in the water.**

**Oil + Fire:**

**Explode oil barrels or surfaces to create massive fire hazards.**

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# Divinity Original Sin 1

## Poison + Fire:

Poison clouds aren't just for damage; they are highly flammable.

One spark causes a massive explosion.

# Divinity Original Sin 1

## Teleportation: You can teleport enemies into lava, or teleport a heavy chest onto an enemy's head to deal damage.

# Divinity Original Sin 1

## ### Key Version: *Enhanced Edition*

## If you are playing today, you are likely playing the Enhanced Edition (2015).

## It was a massive overhaul of the original 2014 release:

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# Divinity Original Sin 1

## | Improvement | Details |

## |Full Voice Acting| Every single NPC in the game was given a voice. |

## | Controller Support | Added a surprisingly intuitive UI for playing on PS4/Xbox/PC controllers. |

# Divinity Original Sin 1

**|Tactician Mode | A much harder difficulty that changes enemy AI and placements. |**

**|New Ending | The final act of the story was rewritten and expanded for clarity. |**

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# Divinity Original Sin 1

## ### Important Differences from *Divinity: OS 2*

## If you've played the second game first, keep these mechanics in mind:

# Divinity Original Sin 1

1. AP (Action Points): Your AP pool is much larger.

You might start a turn with 8 AP and spend 3 to move and 4 to attack.

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# Divinity Original Sin 1

## 2. No Physical/Magical Armor: Unlike the sequel, there is no "armor bar" that protects against status effects.

# Divinity Original Sin 1

## If you hit an enemy with a freeze spell, they might freeze instantly based on a percentage chance (determined by your stats vs.their resistance).

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# Divinity Original Sin 1

## 3. The Story: It's a much more traditional, lighthearted fantasy "who dunnit" mystery compared to the darker, more epic tone of the sequel.

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# Divinity Original Sin 1

## ### Pro-Tip: The "Pet Pal" Talent Always take the "Pet Pal" talent on at least one character during character creation.

## It allows you to talk to animals.

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ORIGINAL SIN
ENHANCED EDITION

# Divinity Original Sin 1

## In this game, animals often provide vital clues for quests, hilarious dialogue, or entirely new ways to solve puzzles.

# Divinity Original Sin 2

**Often cited as one of the greatest RPGs of all time, Divinity: Original Sin 2 (2017) took everything from the first game and dialed it up to an epic, darker scale.**

**It is the direct predecessor to Baldur's Gate 3, and you can see the DNA of the "Larian style" in every system.**

# Divinity Original Sin 2

In this game, you are a "Sorcerer" in a world where your kind is hunted, and you are competing to become the next Divine (a god).

### The Origin Characters

While you can create a custom character, the game shines when you play as one of the six Origin Characters.

# Divinity Original Sin 2

They have unique personal quests, special dialogue, and specific endings: Ifan ben-Mezd: A mercenary and former crusader with a dark past.

Lohse: A celebrated performer possessed by a mysterious, dangerous entity.

# Divinity Original Sin 2

## The Red Prince: An exiled lizard royal seeking to reclaim his throne.

## Sebille: An escaped elven slave hunting down her former master.

## Beast: A dwarven rebel and sea captain who failed a coup.

# Divinity Original Sin 2

## Fane (The Undead): An ancient skeleton who reveals the deepest secrets of the world's lore.

## ### The Armor System: A Tactical Shift Unlike the first game, DOS2 introduced a two-tiered armor system that completely changed combat:

# Divinity Original Sin 2

1. Physical Armor (Gray Bar): Protects against physical damage and status effects like Knockdown, Bleed, or Crippled.
2. Magic Armor (Blue Bar): Protects against elemental damage and status effects like Stunned, Frozen, or Charmed.

# Divinity Original Sin 2

> Strategy: You must deplete one of these bars before your status effects will work.

This means a party usually functions best if it focuses entirely on one damage type, or has a perfect 50/50 split.

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# Divinity Original Sin 2

> ### Key Gameplay Features Verticality:

**High ground grants a massive damage bonus and increased range for archers and mages.**

**Elemental Surfaces: Just like the first game, but expanded. You can now Bless or Curse surfaces.**

# Divinity Original Sin 2

>

**Blessed fire (Holy Fire) heals, while Cursed fire (Necrofire) is nearly impossible to put out and deals massive damage.**

## 4-Player Co-op:

**The entire campaign can be played with up to three friends.**

# Divinity Original Sin 2

> You can work together or actively plot against each other to see who ascends to godhood.

## Pro-Tip: The "Gift Bag" Features

If you are playing the Definitive Edition, check the "Gift Bag" menu.

# Divinity Original Sin 2

## Some are essential for modern play:

## Sprint:

## Increases movement speed outside of combat (highly recommended).

## Pet Power: Allows you to infuse all summons, not just the Incarnate.

# Divinity Original Sin 2

## Fort Joy Magic Mirror: Puts a respect mirror in the first act so you can fix your build early.

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# Quake Champions

## Quake Champions (2017) represents the legendary franchise's return to its roots as a high-speed, arena shooter.

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# Quake Champions

**However, it introduced a controversial modern twist: the Champion System, which added unique abilities and varying stats to the classic formula, similar to a "Hero Shooter."**

QUAKE
CHAMPIONS

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# Quake Champions

### The Hero-Arena Hybrid

While the core of the game is still about weapon pickups and map control, your choice of Champion dictates your movement style and tactical options.

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# Quake Champions

## Classic Movement:

Characters like Ranger and Doom Slayer play like traditional Quake/Doom characters.

## Pro-Movement:

Some Champions bring back movement mechanics from older games.

# Quake Champions

For example, Anarki uses Quake CPMA air-control (turning mid-air), while Slash uses Quake 4 crouch-sliding.

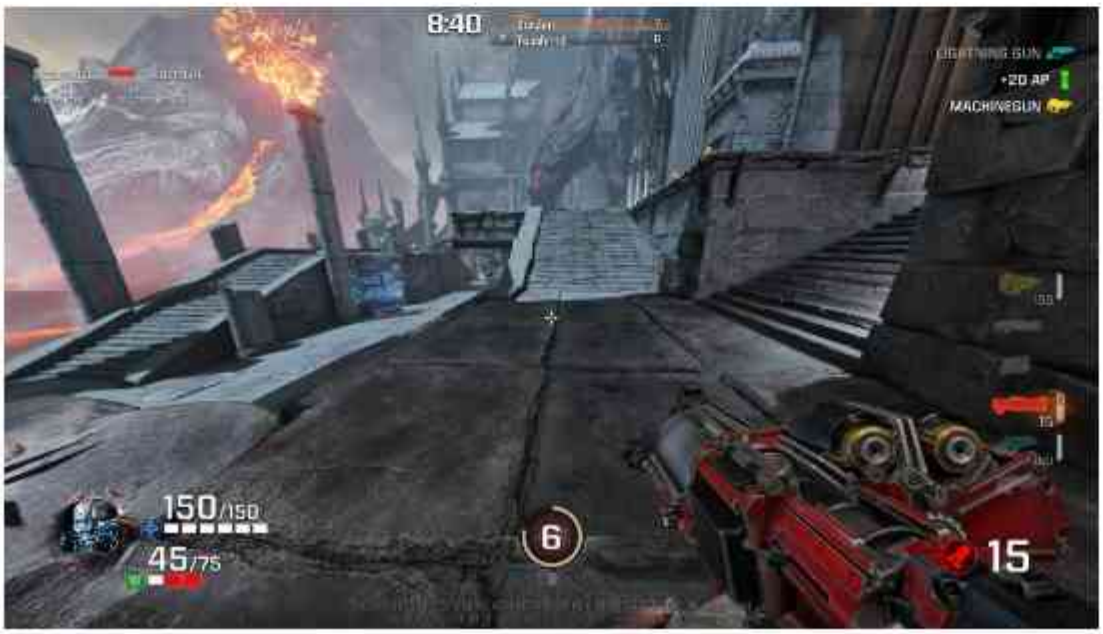
## Active Abilities:

Each Champion has a "press F to win" (or survive) move.

QUAKE
CHAMPIONS

# Quake Champions

## Nyx can phase-shift to become invisible/invincible, and Scale-bearer can bull-rush through enemies.



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# Quake Champions

## ### Key Gameplay Mechanics

**The Holy Trinity: The gameplay still revolves around mastering three core weapons: the Rocket Launcher(projectile/splash), the Lightning Gun (tracking/ shaft), and the Railgun(precision/hitscan).|**

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# Quake Champions

**Map Control: You must time the respawns of Mega Health and Heavy Armor (every 30 seconds).**

**In Quake, the player who controls the items usually controls the match.**

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# Quake Champions Chronometers:

## Players often count respawn timers in their heads to ensure they are at the item location the second it appears.

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# Quake Champions

## ### Current State (2025–2026)

**As of early 2026, the game has seen a steady tail-end of support from id Software and Saber Interactive.**

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# Quake Champions

| Feature | Status |

| Business Model | Free-to-Play |

| Platform | PC (Steam / Microsoft Store) |

| Engine | Hybrid id Tech / Saber Engine |

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CHAMPIONS

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# Quake Champions

| Esports | The Quake World Championship remains the premier event, usually held during QuakeCon. |

> Community Note: While the player base is smaller than "Titan" shooters like Apex Legends, it is incredibly dedicated.

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# Quake Champions

Most matches are found in Team Deathmatch

or Duel (1v1).

### Why It's Unique in 2026

In an era of "battle royales," Quake Champions remains one of the few places to experience pure mechanical skill.

# Quake Champions

There is no "aim assist," no loadouts, and no hiding.

If you die, it's almost always because the other player moved faster or aimed better.

### Pro-Tip: Strafe Jumping

The most important skill to learn is Strafe Jumping.

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# Quake Champions

**By jumping and moving your mouse in rhythm with your movement keys, you can exceed the game's base speed cap.**

**Without this, you will be a "sitting duck" for experienced players.**

QUAKE
CHAMPIONS

# Vampyr Ps4/Xbox-one/Pc

**Vampyr (2018) is a dark, atmospheric action-RPG from Dontnod Entertainment (the creators of Life is Strange).**

**It is set in a rain-soaked plague-ridden London in 1918, immediately following World War I.**

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# Vampyr Ps4/Xbox-one/Pc

**You play as Dr. Jonathan Reid, a famous blood-transfusion specialist who has been turned into a vampire.**

**The game's primary hook is the "Doctor's Dilemma": to get stronger, you must feed on the very citizens you swore to heal.**

# Vampyr Ps4/Xbox-one/Pc

### The Moral Ecosystem

The game is divided into four main districts.

Every NPC in London has a name, a backstory, and relationships with other characters.

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# Vampyr Ps4/Xbox-one/Pc

**XP vs. Morality: You gain massive amounts of XP by "embracing" (killing) NPCs.**

**If you choose a "pacifist" run, the game becomes significantly harder because you will be under-leveled for boss fights.**

# Vampyr Ps4/Xbox-one/Pc

**Blood Quality: You can improve an NPC's "Blood Quality" by curing their illnesses or discovering their secrets.**

**The higher their quality, the more XP you get when you finally feed on them.**

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# Vampyr Ps4/Xbox-one/Pc

**District Health: If you kill too many people or let too many citizens stay sick, a district will descend into chaos, resulting in more enemies on the streets and the loss of shops/quests.**

...

# Vampyr Ps4/Xbox-one/Pc

### Combat & Gameplay

The combat is a "Stamina-based" system, similar to Dark Souls or The Witcher, but with supernatural twists:

### The Stun Mechanic:

You use off-hand weapons (like surgical saws or stakes) to deplete an enemy's stamina.

# Vampyr Ps4/Xbox-one/Pc

## Once stunned, you can bite them mid-combat to refill your Blood Gauge.

## Vampiric Powers: Your blood gauge powers your special abilities, such as:

## Shadow Mist: An explosive cloud of darkness.

VAMPYR

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# Vampyr Ps4/Xbox-one/Pc

## Claws: A powerful melee swipe.

## Coagulation: Freezing an enemy's blood to lock them in place.

# Vampyr Ps4/Xbox-one/Pc

## Weapon Upgrades: Since XP is scarce if you're being a "good doctor," upgrading your weapons at workbenches using looted scrap is essential for survival.

# Vampyr Ps4/Xbox-one/Pc

### Platform Comparison

| Platform | Performance Note |

| PC | The definitive way to play; supports 60+ FPS and faster loading times (which are notoriously long on consoles).

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# Vampyr Ps4/Xbox-one/Pc

## | PS4 /

## Xbox One | Locked at 30 FPS.

## The PS4 Pro and Xbox One X versions offer better stability but do not feature 4K/HDR enhancements. |

VAMPYR

# Vampyr Ps4/Xbox-one/Pc

| PS5 / Series X | While playable via backward compatibility, the game received a 60 FPS patch for these consoles in 2021, making the experience much smoother.

VAMPYR

# Vampyr Ps4/Xbox-one/Pc

## ### Essential Pro-Tips

**Talk to Everyone: Hints about NPCs are often hidden in conversations with other people.**

**Unlocking these hints significantly boosts the XP you get from that character.**

# Vampyr Ps4/Xbox-one/Pc

## Don't Rush to Sleep: Leveling up only happens when you sleep in a hideout.

## However, sleeping "advances time," which can cause illnesses to spread or characters to die if you left their quests unfinished.

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# Vampyr Ps4/Xbox-one/Pc

## Stamina is King: In the skill tree, prioritize your Stamina bar.

## If you run out of breath in a fight, you can't dodge, and in Vampyr, two hits from a boss can often end your run.

VAMPYR

# Hand of Fate

**Hand of Fate (2015) is a brilliant genre-defying "deck-building action-RPG.**

**Developed by Defiant Development, it combines the atmosphere of a tabletop card game with the visceral combat of a third-person brawler like Batman: Arkham Asylum.**

# Hand of Fate

**You sit across a table from a mysterious, hooded figure known only as The Dealer.**

**He plays a game of life and death with you, using a deck of cards to build a dungeon as you play.**

# Hand of Fate

### The Two Halves of the Game The game is split into two distinct modes that feed into one another:

## 1. The Tabletop (Strategy) Your character is represented by a token on a layout of face down cards.

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# Hand of Fate

**Moving to a new card consumes Food.**

**If you run out of food, you lose health with every step.**

**Each card is an "Encounter."**

HAND OF FATE

**It could be a merchant, a trap, a text-based choice, or an ambush.**

# Hand of Fate

The Dealer uses a "Shuffle" mechanic for many choices—you have to watch a group of four cards move and try to pick the "Success" card while avoiding the "Failure" or "Huge Failure."

# Hand of Fate

2. The Arena (Action) When a card results in combat (e.g., "Dust Devil" or "Lizard Men"), the game transitions into a 3D arena.

You fight in real-time using the equipment you've gathered from your cards.

Combat Style: It uses a counter-based system.

# Hand of Fate

When a green icon appears over an enemy, you can counter; when a red icon appears, you must dodge.

### Deck-Building as Progression

The most unique aspect of Hand of Fate is that you are partly responsible for the "dungeon" you play in.

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# Hand of Fate

## The Player's Deck: You choose which equipment (swords, shields, artifacts) and which "Encounter" cards can appear.

# Hand of Fate

## The Dealer's Deck:

As you progress through the story bosses (The Jack, Queen, and King of various suits), the Dealer adds increasingly punishing "Penalty" and "Monster" cards to the deck.

Unlocking Cards: Many cards have a "Token" icon.

# Hand of Fate

If you complete the specific quest on that card (e.g., helping a villager or surviving a curse), you unlock new, more powerful cards for your next run.

# Hand of Fate

### Key Information

| Feature | Details |
| --- | --- |
| Release Year | 2015 |
| Platforms | PC, PS4, Xbox One, Nintendo Switch |
| Voice Actor | The Dealer is voiced by Anthony Skordi (who gives an incredible performance). |

# Hand of Fate

| The Goal | Defeat the 12 Bosses of the Royal Court to reach the final showdown.
|### Why People Love the First Game

Atmosphere: The lighting, the sound of the cards shuffling, and the Dealer's constant mocking commentary make it incredibly immersive.

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# Hand of Fate

**The "One More Run" Factor: Because levels are procedurally generated from your deck, no two runs are exactly the same.**

**Risk vs. Reward: You often have to decide whether to take a "Curse" to get a powerful legendary sword, or play it safe and risk starving to death later.**

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# Hand of Fate

## ### Pro-Tip: The "Lash of the Lich"

**In the early game, look for cards that reward you with Gold.**

**Having high gold allows you to buy food from merchants, which is the #1 reason players fail runs.**

# Hand of Fate

## If you find the Gladiator Helmet, take it—it makes the "Shuffle" mini-games much easier to track with your eyes.

# Hand of Fate 2

**If the first game was a proof-of-concept, Hand of Fate 2 (2017) is the masterpiece.**

**It takes the "Deckbuilding vs. Batman Combat" formula and adds layers of depth, variety, and a much more structured campaign.**

# Hand of Fate 2

## The most striking change?

## The Dealer is no longer just your opponent; he is your defeated, vengeful mentor, and you are playing to help him reclaim his throne.

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# Hand of Fate 2

## ### What's New in the Sequel?

### ##### 1. The Campaign Map

Instead of a linear progression through the suits (Jack, Queen, King), the game features 22 unique Challenges represented by Tarot cards (The High Priestess, The Chariot, The Lovers, etc.).

# Hand of Fate 2

Each Challenge has a completely different rule set.

For example, in The Star, you must survive a blizzard while protecting a group of villagers, while The Hierophant is a mystery where you must identify an assassin.

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# Hand of Fate 2

## #### 2. Companions

You no longer fight alone.

You can unlock and bring one of four companions into the arena:

Colbjorn (The Barbarian): Deals heavy damage and can knock enemies down.

# Hand of Fate 2

## Ariane (The Rogue):

Provides ranged support and can duplicate cards during gambles.

## Malaclypse (The Mage):

Provides a magical shield in combat and helps with "Success" rolls.

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# Hand of Fate 2

## Estrella (The Captain):

## Excellent at breaking enemy guards and helps with "Empire" related gambles.

## #### 3. New Mini-Games (The Gambles)

## The original game only had the "Card Shuffle."

# Hand of Fate 2

The sequel introduces four distinct ways to determine your fate:

The Wheel: A spinning wheel of rewards and penalties.

Dice Game: A "Yahtzee" style roll where you can use equipment to re-roll.

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# Hand of Fate 2

**Precision Gambit: A moving pendulum where you must time your button press perfectly.**

**The Card Shuffle: The classic shell-game returning from the first title.**

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# Hand of Fate 2

## ### The Platinum Rule: Weapon Types

## In Hand of Fate 2, enemy types now have specific weaknesses.

# Hand of Fate 2

If you use the wrong weapon, you'll deal almost no damage: Shielded Enemies: Require Heavy Weapons(Two-handed hammers/axes) to break their guard.

Unarmored/Thieves: Are best handled with Fast Weapons (Dual daggers).

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## Armored Empire Soldiers: Require Bash/Crushing damage.

## ### Pro-Tip: The "Brimstone" Cards As you play, you will unlock "Brimstone" cards.

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These are high-risk, high-reward cards that offer the best gear in the game but usually come with a permanent curse or a "Huge Failure" chance.

Don't put too many in your deck at once, or you'll be dead before you reach the boss!